PlayStation

NTSC U/C

Plays

TEEN

CONTENT RATED BY ESRB

SLUS-01092/01164

DRAGON VALOR™

namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

For questions and information not listed on the 900 line, write to:

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Prologue

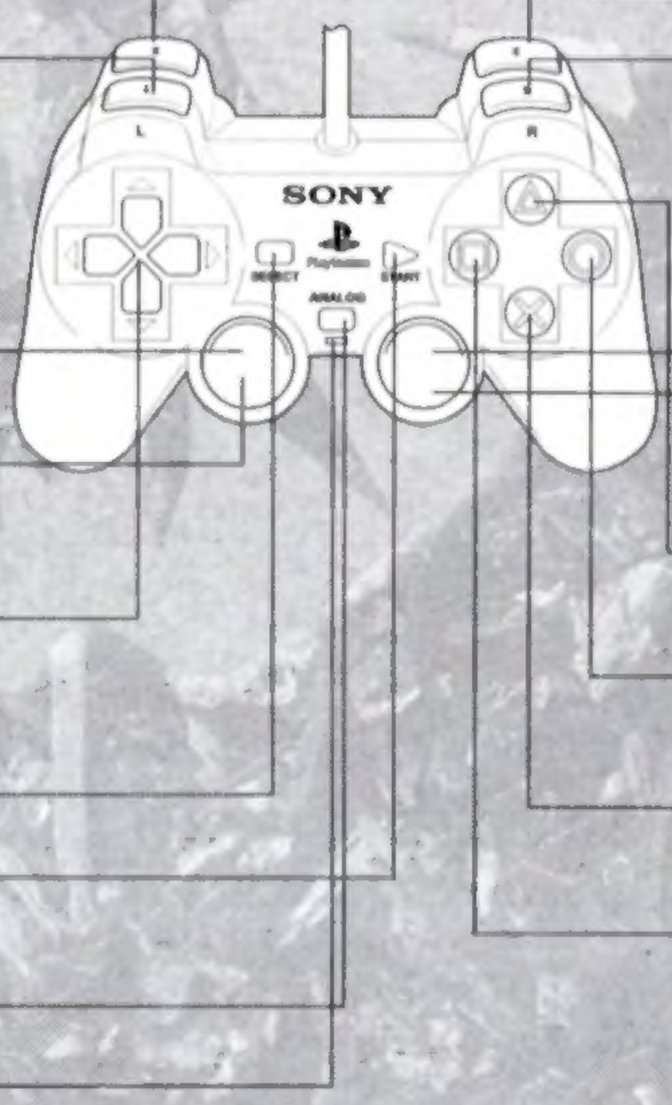
Ere days of old fearsome monsters, dragons, have menaced the human race. And throughout the ages one family has upheld the duty of destroying these beasts. They are the Dragon Valors, and an eternal war wages betwixt the two.

Even in the quiet mountain village of Brize, the ancient feud continued. The young Clovis was dragged into the battle between Dragon Valors and Dragons when his little sister Elena became a victim. His loss plunged him into hopeless despair...

Yet from the ashes of his despair, the young Clovis was reborn with a burning desire to avenge the loss of his sister and fulfill his destiny...

Using the Controller

DUALSHOCK™ analog controller



COMBINE WITH DIRECTIONAL BUTTONS TO DASH
L2 BUTTON
L1 BUTTON
R2 BUTTON
R1 BUTTON
DUCK (OR HOLD DOWN BUTTON WHILE MOVING TO DUCK AND WALK AT THE SAME TIME)
LEFT STICK: MOVE CURSOR MOVE CHARACTER
L3 BUTTON
DIRECTIONAL BUTTONS: MOVE CURSOR MOVE CHARACTER
SELECT BUTTON
START BUTTON: PAUSE
ANALOG MODE SWITCH
LED
RIGHT STICK
R3 BUTTON
△ BUTTON: BRING UP STATUS SCREEN CANCEL LAST COMMAND
○ BUTTON: USE MAGIC
× BUTTON: JUMP SELECT MAGIC TYPE
□ BUTTON: WIELD SWORD GRAB AN OBJECT (HOLD DOWN THE DIRECTIONAL BUTTONS AT THE SAME TIME TO MOVE AN OBJECT) SELECT MAGIC TYPE

TO PERFORM A SOFT RESET, PRESS THE L1, L2, R1, R2, START AND SELECT BUTTONS SIMULTANEOUSLY.

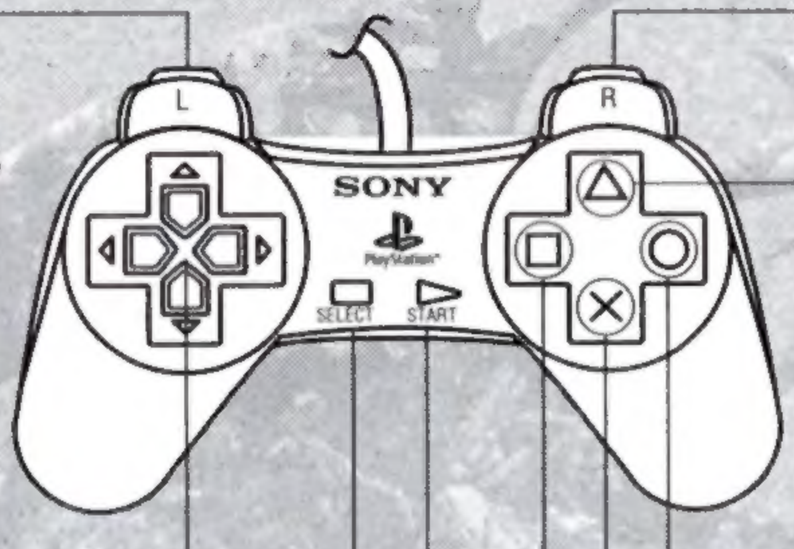
*THIS GAME SUPPORTS THE DUALSHOCK™ ANALOG CONTROLLER VIBRATION FUNCTION. THE VIBRATION FUNCTION CAN BE ADJUSTED VIA THE CONTROLLER SETTINGS IN THE CONFIGURATION MENU (SEE PAGE 7).

*WHEN USING THE DUALSHOCK™ ANALOG CONTROLLER, THE LED WILL BE ON PERMANENTLY. THE ANALOG MODE SWITCH HAS NO EFFECT.

*IN ANALOG MODE, EITHER THE DIRECTIONAL BUTTON OR THE LEFT STICK MAY BE USED.

THE CONTROLLER INSTRUCTIONS GIVEN HERE ALL REFER TO THE INITIAL SETTINGS. IF YOU WISH, THE CONTROLLER SETTINGS CAN BE CHANGED IN THE CONFIGURATION MENU (SEE PAGE 7).

Digital Controller



L2 BUTTON
AND L1 BUTTON:
COMBINE WITH
DIRECTIONAL BUTTONS
TO DASH

DIRECTIONAL BUTTONS:
MOVE CURSOR
MOVE CHARACTER

SELECT BUTTON

START BUTTON:
PAUSE

R2 BUTTON
AND R1 BUTTON:
DUCK (OR HOLD DOWN BUTTON
WHILE MOVING TO DUCK AND
WALK AT THE SAME TIME)

△ BUTTON: BRING UP STATUS SCREEN
CANCEL LAST COMMAND

○ BUTTON: USE MAGIC

× BUTTON: JUMP
SELECT MAGIC TYPE

□ BUTTON: WIELD SWORD
GRAB AN OBJECT (HOLD DOWN
THE DIRECTIONAL BUTTONS AT THE
SAME TIME TO MOVE AN OBJECT)
SELECT MAGIC TYPE

IN ADDITION TO THE ACTIONS DESCRIBED ABOVE, OTHER BUTTON COMBINATIONS ARE POSSIBLE (SEE PAGES 15 TO 20).

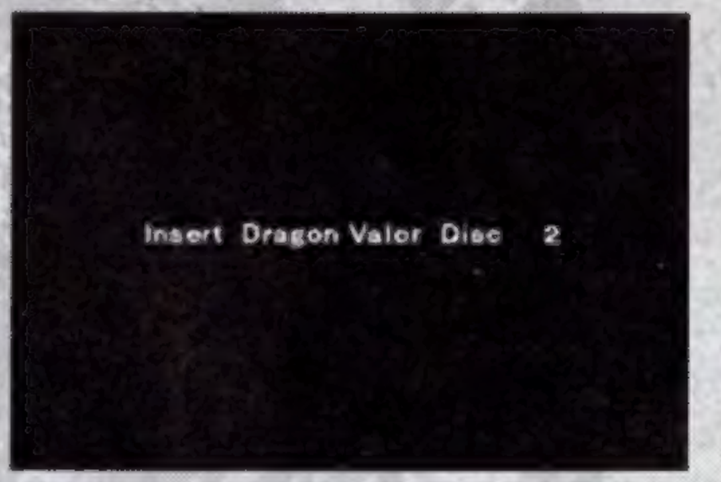
Getting Started

SETTING UP

Set up your Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Dragon Valor disc and close the disc cover. Insert the game Controller and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

The Title Screen will appear after the opening movie. If desired, press the START Button to skip the opening movie.

CHANGING THE DISC



As progress is made through the game, instructions to "Insert Dragon Valor Disc 2" (or Disc 1, as the situation warrants) will appear. When this occurs, open the disc cover without switching off the power, remove the current disc and insert the specified disc, then put the disc cover back down. The game will then restart.

It may also be necessary to change the disc when starting the game using a previous save. Again, open the disc cover without turning off the power, and insert the specified disc.

TITLE SCREEN

On the Title Screen Menu, use the Directional Buttons to select an option, then press the ⊗ Button to accept the selection.

New Game

To start the adventure from the beginning, select "New Game". The Dragon Valor story will now unfold before your eyes.

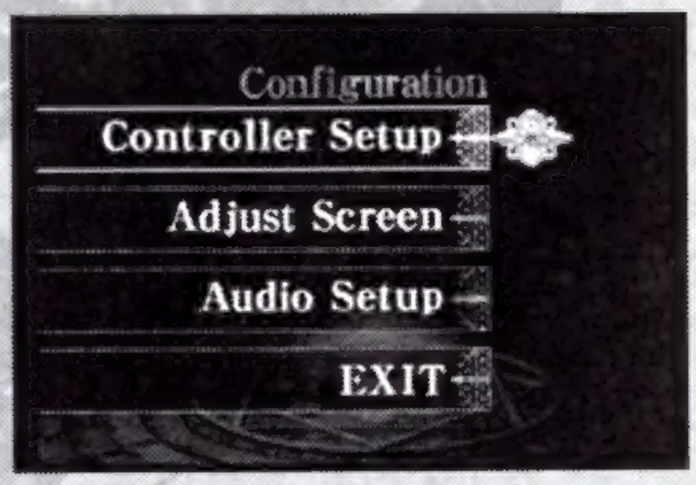
Load Game

This option loads a previously saved game from a Memory Card. Insert the Memory Card holding the saved data into Memory Card slot 1 on your PlayStation console.

Select "Load Game" and the Memory Card data will be displayed on screen. Use the Directional Buttons to select the data to load, then press the ⊗ Button to accept.

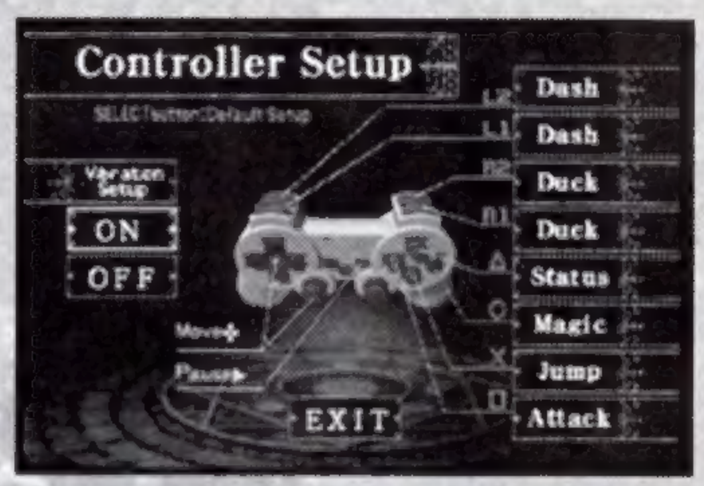
Configuration

Each setting can be adjusted. Using the Directional Buttons, highlight an option, then press the ⊗ Button to enter each sub-menu. Please be sure to make any adjustments to the configuration before starting the game. No changes will be possible once the game starts.



Game Configuration

CONTROLLER SETTINGS



This menu allows you to change the functions of the Controller buttons, and turn the DUALSHOCK™ vibration function ON or OFF. Use the Directional Buttons to select a function, then press ⊗. Select a new button to assign this function to, and press the ⊗ Button. A new function is now assigned to this button, and the previous function of this button is now assigned to the original button selected. Repeat this procedure until all buttons are adjusted to your satisfaction.

The DUALSHOCK™ vibration function can be turned ON or OFF by using the Directional Buttons to select the desired setting. Press the ⊗ Button to accept the selection.

To return to the Configuration Menu, select "EXIT" then press the ⊗ or △ Button.
To restore all the default settings, press the SELECT Button.

ADJUST SCREEN POSITION

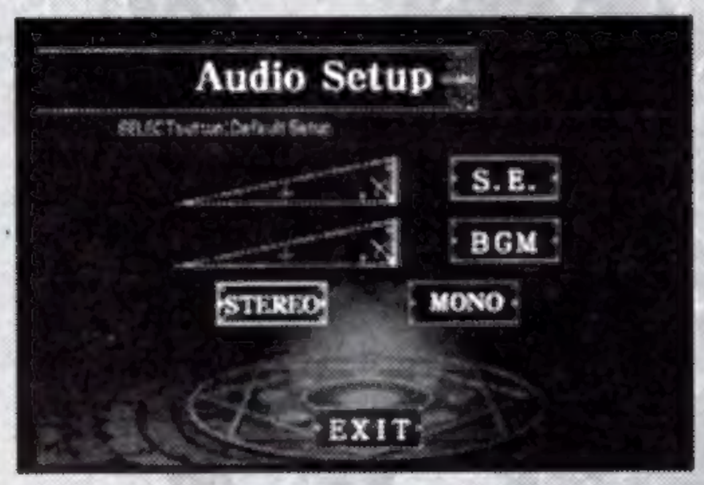
Use the Directional Buttons to adjust the position of the screen. To restore the default setting, press the △ Button. After completing the adjustments, press the START Button to return to the Configuration Menu.

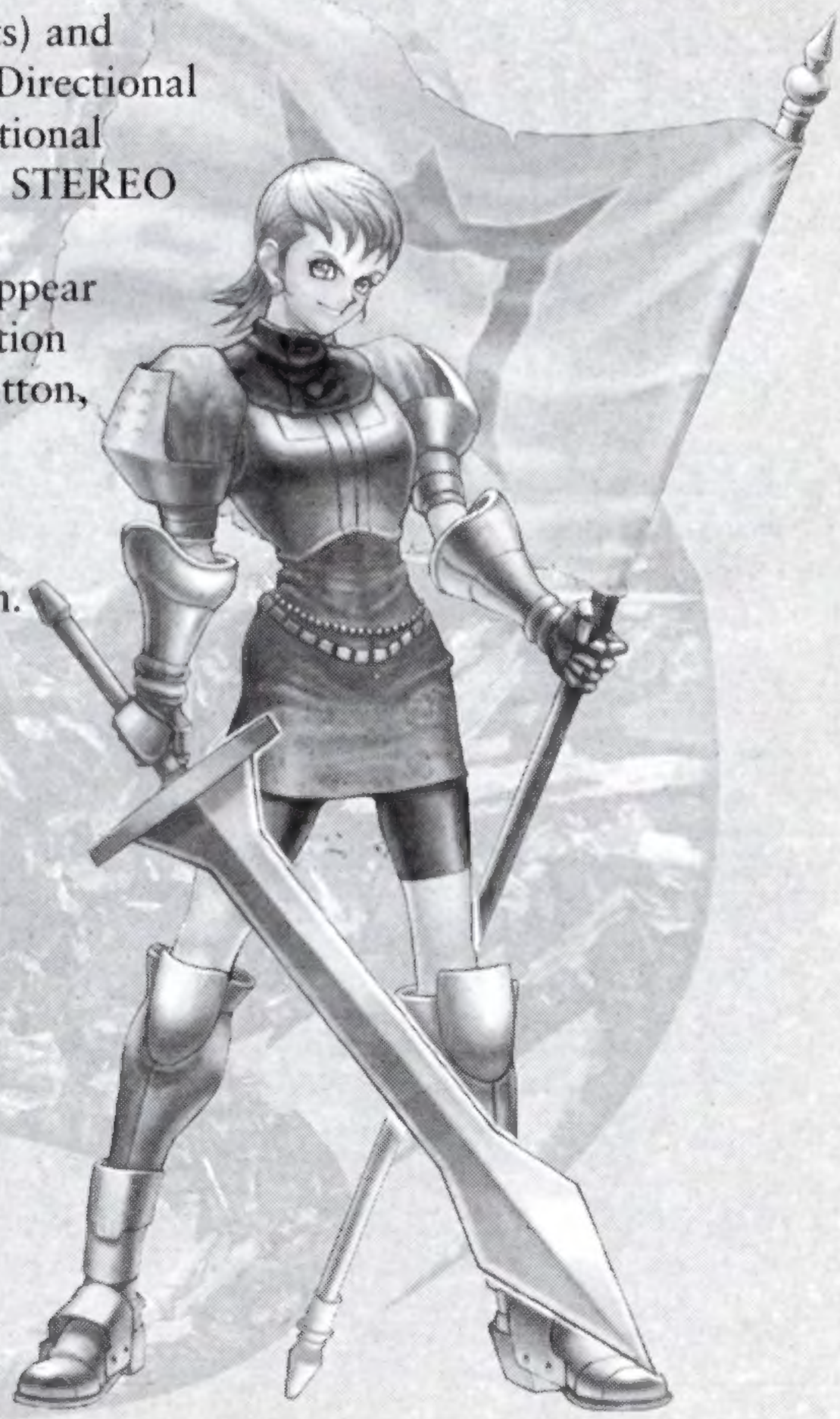
SOUND SETTINGS

This screen allows changes to the SE (Sound Effects) and BGM (Background Music) settings. Use the ↑/↓ Directional Buttons to highlight each item, and the ←/→ Directional Buttons to change the settings. To switch between STEREO and MONO, select the preferred option using the Directional Buttons (and the selected option will appear within a green frame). To return to the Configuration Menu, either select EXIT and then press the ⊗ Button, or press △.

EXIT

Selecting this option returns you to the Title Screen.





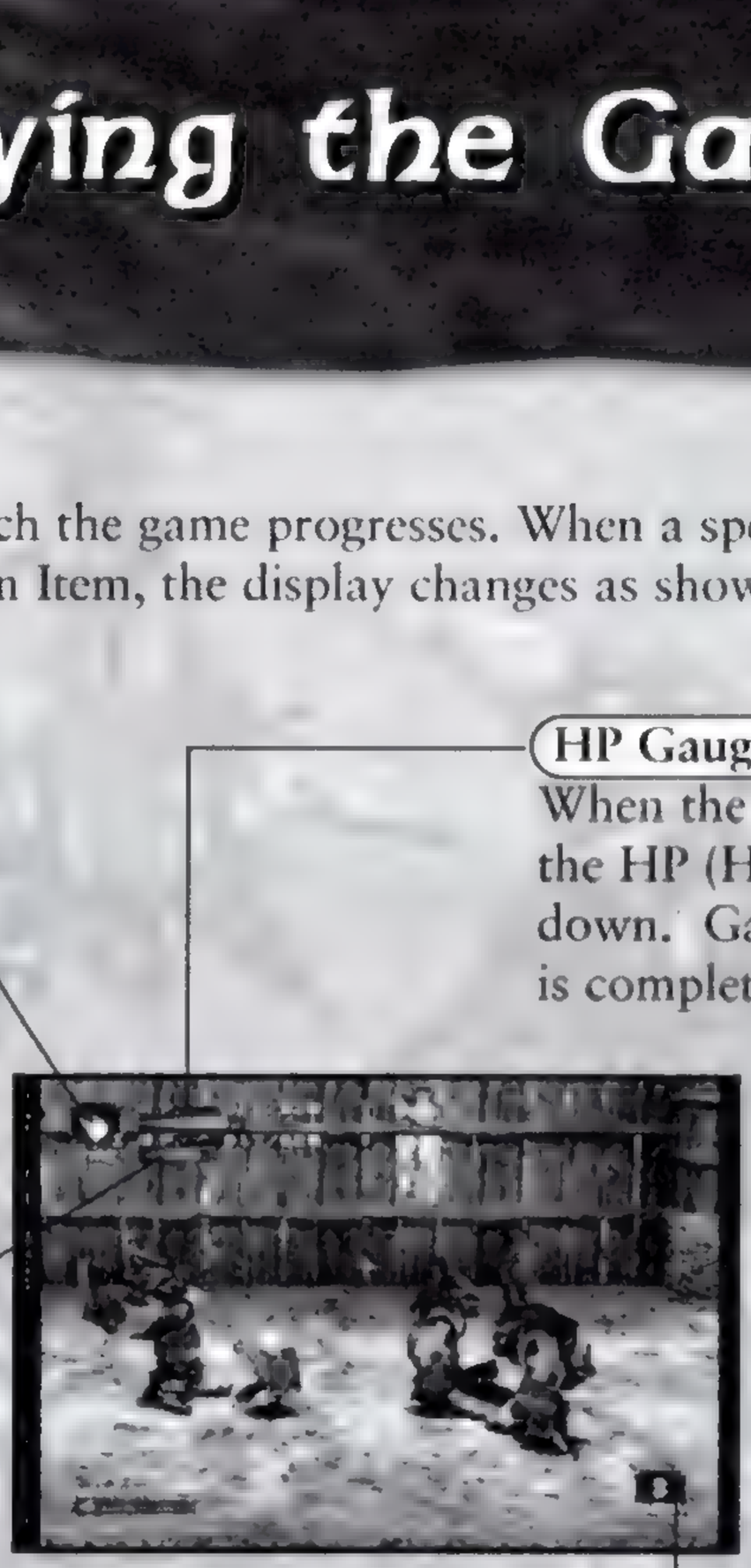
Playing the Game

GAME SCREEN

This is the main screen in which the game progresses. When a special enemy appears, or when the character picks up an Item, the display changes as shown in the following screenshots.

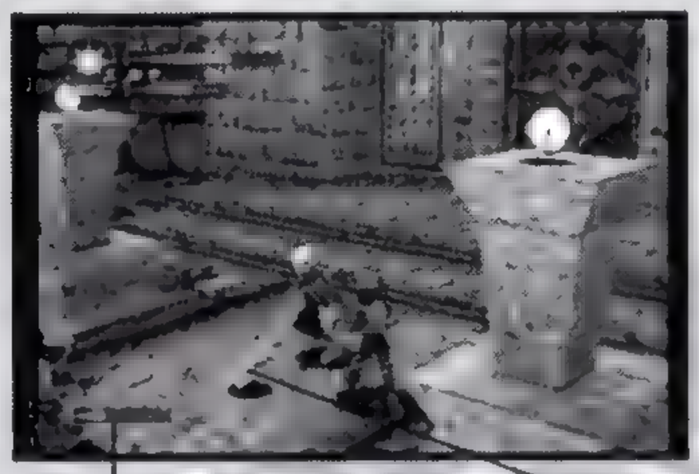
Currently selected Magic
Press the △ Button to bring up the Status Screen. Select a different type of Magic by pressing the ✕ or □ Button.

HP Gauge
When the character suffers damage, the HP (Hit Points) Gauge goes down. Game Over occurs when it is completely empty.



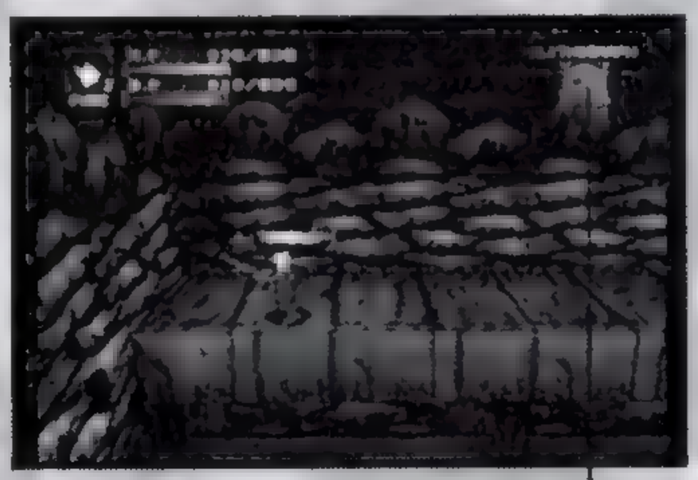
MP Gauge
When the character uses Magic, the MP (Magic Points) Gauge goes down.

Enemies Remaining
Indicates the number of enemies that must be defeated in order to move onto the next section.



Enemy Life Gauge
This gauge is displayed when the enemy is hit.

Key
This Item is necessary when opening special doors (see page 25).



Item Icon
An icon appears when the character picks up an Item.

CONTINUE /GAME OVER Screen

The CONTINUE/GAME OVER Screen appears when the character's HP Gauge is depleted, and will inquire whether you wish to continue. Use the Directional Buttons to select Yes or No then press either the ⊗ or □ Button. If you select Yes, the game will restart from the beginning of the current stage. Select No and the game is over.

CLEARING THE CHAPTER

At the end of each chapter, the character is required to fight the Boss Dragon. Defeat this formidable opponent to complete and clear the chapter.

The character then marries, and the couple has offspring. In the following chapter, this child matures and becomes the main character, and the story moves on. This child also inherits the strengths of both parents (i.e. the male and female characters of the previous chapter).

MAP SCREEN

This screen appears upon completion of a stage. From this screen, switch to the Status Screen or the Save Screen by using the ▲/▼ Directional Buttons to highlight an option, then press the ⊗ Button.

MOVING AROUND

The destinations you can move to are shown on the screen. Occasionally there will be more than one available.

Available Destinations

When multiple locations (other than the shop) are displayed on screen, you can only move to the destination selected.

STATUS SCREEN

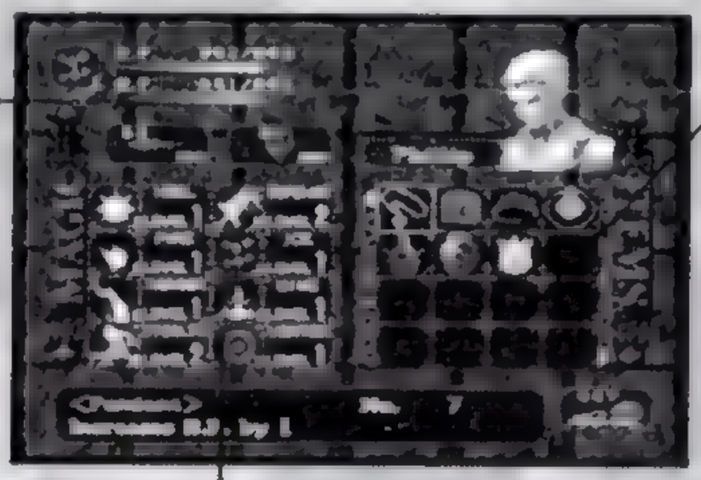
This screen displays the character's Status, the Magic gained and the Items acquired. This screen is also used to specify the type of Magic used. Press the △ Button to display the Status Screen from the Game Screen.

H.P.
The character's current HP is displayed on the left, while the maximum attainable HP appears on the right.

M.P.
The character's current MP is displayed on the left, while the maximum attainable MP appears on the right.

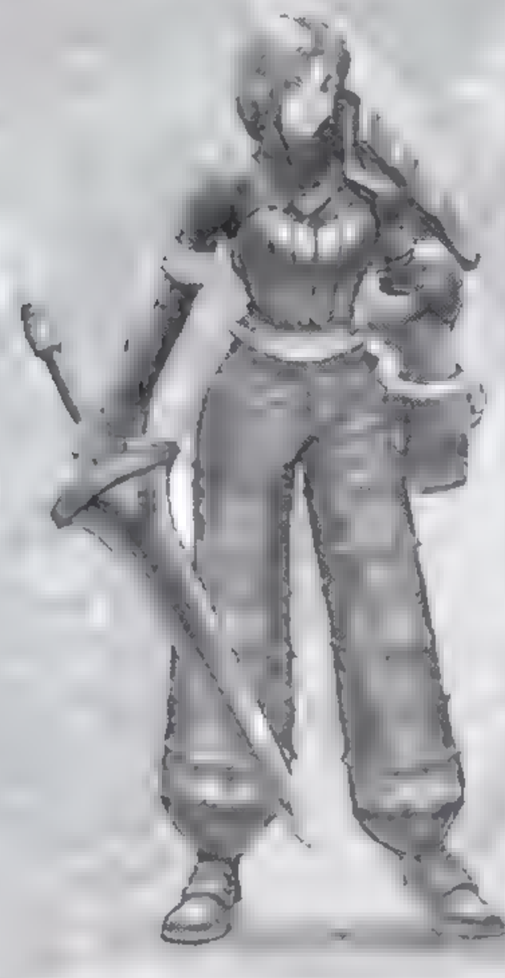
STR
Displays the character's attack power.

DEF
Displays the character's defense power.



Character's inventory
Align the cursor on each Item, and a description will appear beneath it (see page 24).

Types of Magic the character has learned
Align the cursor on each type of Magic, and a description will appear beneath it (see page 23).



SAVE SCREEN

With a MEMORY CARD inserted in slot 1 of your PlayStation console, select Save from the Map Screen to go to the Save Screen. Choose a location to save to, using the Directional Buttons, then press the ⊗ Button to accept the selection. To abort the Save process at this stage, press the △ Button. A message inquiring whether you wish to Save will appear. Select No and press the ⊗ Button.

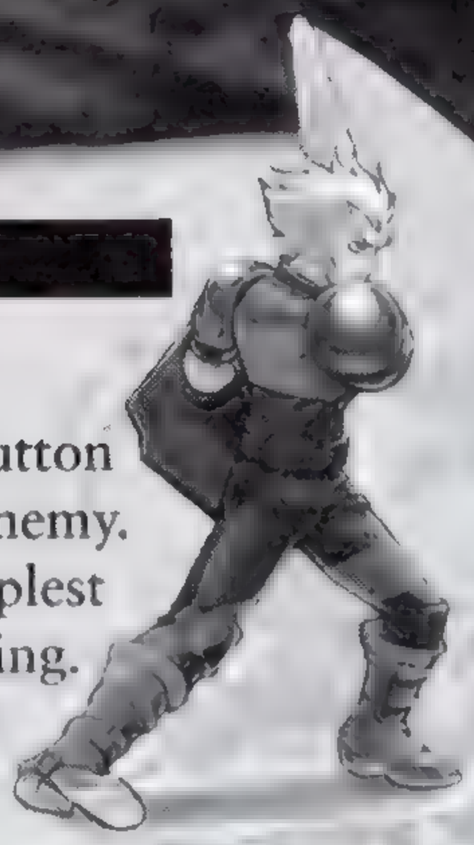
Press the ⊗ Button after the "Save completed" message appears to continue the game.

Character Controls

Attack

■

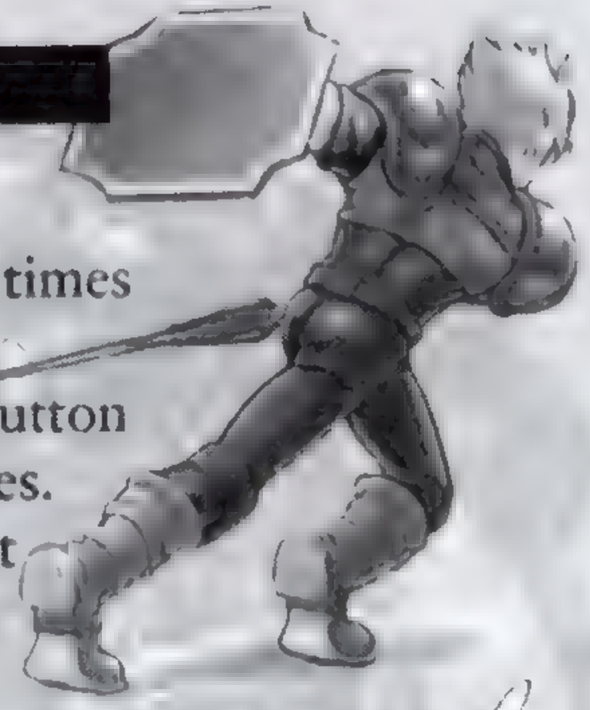
Press the ■ Button to attack the enemy. This is the simplest form of attacking.



Triple Slash

■■■

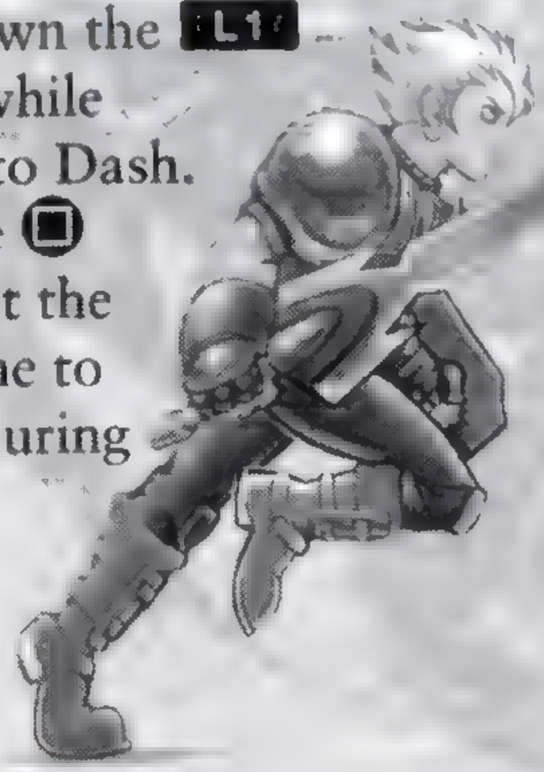
Slash up to three times consecutively by pressing the ■ Button quickly three times. The third and last slash will be the most powerful.



Dash

L1 + Directional Buttons

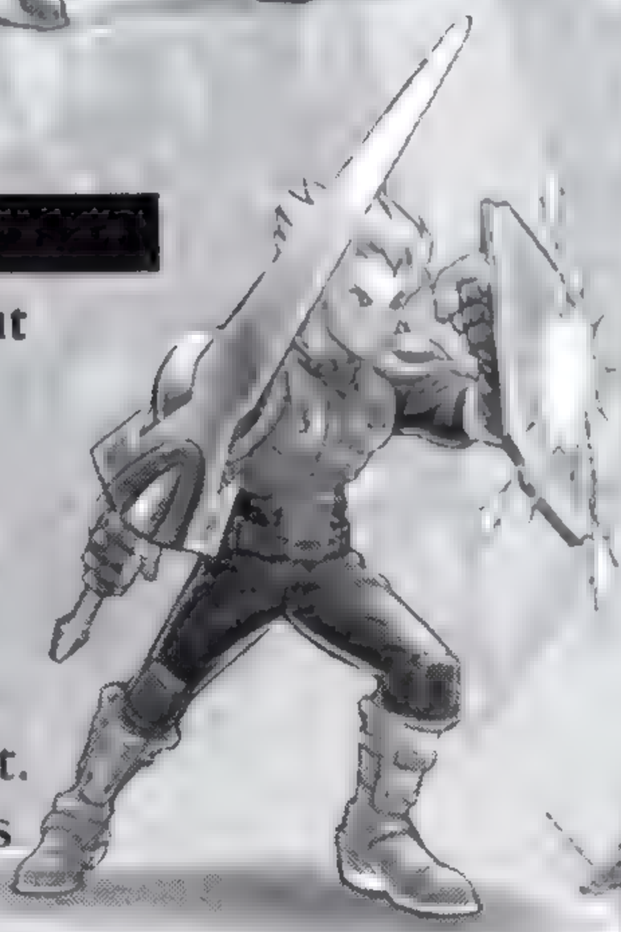
Hold down the L1 Button while moving to Dash. Press the ■ Button at the same time to Attack during a Dash.



Guard

No button input

The character automatically Guards against frontal attacks when there is no button input. (Note: Guard is not effective against Magic attacks).



Duck

R1

Press the R1 Button to make the character Duck. Press the R1 and Directional Buttons at the same time to move while Ducking. Press the ■ Button while the character is Ducking to Attack while Ducking.

Rising Impale

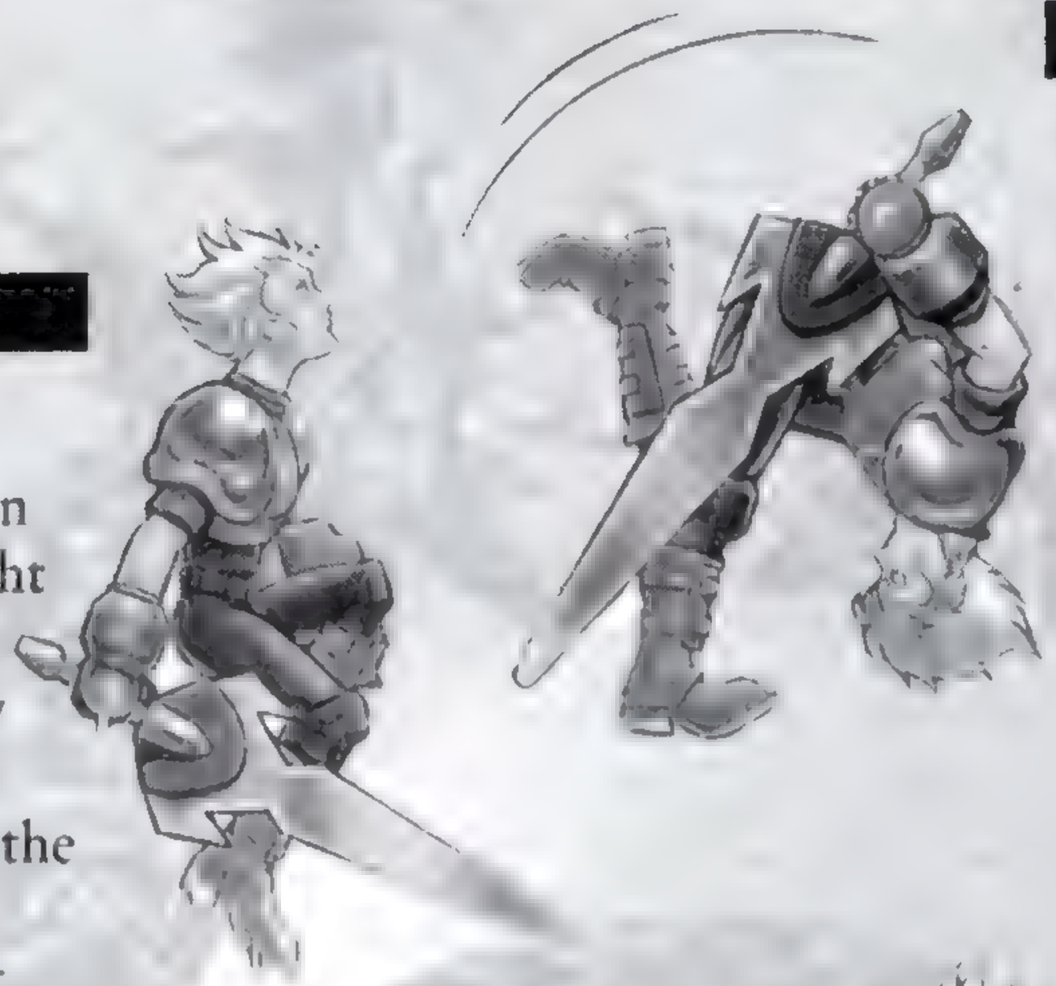
R1 + ✕

Press the ✕ Button while the character is ducking to perform a Rising Impale. This is useful for attacking enemies above you.

Jump

✕

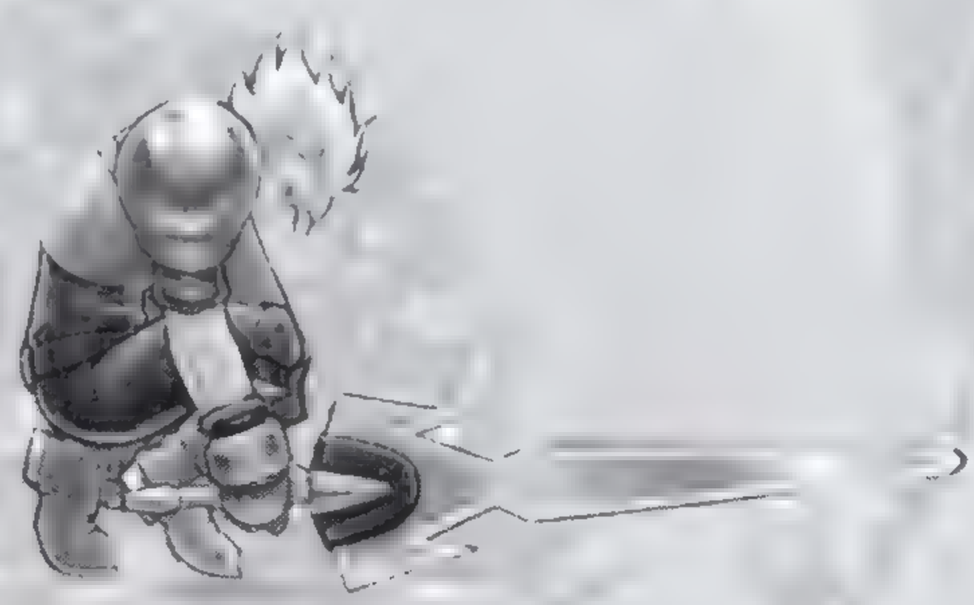
Press the ✕ Button to Jump. The height of the jump is dependent on how long the button is held down. Press the ■ Button while Jumping to Attack while in mid-air.



Double Jump

✕ → ✕

Press the ✕ Button a second time during a Jump to perform a Double Jump. Again, press the ■ Button during a Double Jump to Attack while in mid-air.



Hammer Blow

✕ (big Jump) → R1

Press R1 during a single big jump to perform a powerful attack called the Hammer Blow. (Note: This will not work with a small jump.)

Evasion Attack

■ + ✕

Press the ■ and ✕ Buttons simultaneously to do an Evasion Attack, which results in a 360 degree attack. However, this move depletes some of the character's HP, so use it with discretion.

After an Evasion Move the character will be exhausted. Although the character will eventually recover naturally, pressing the ✕ Button repeatedly will speed up the recovery.

Power Slash

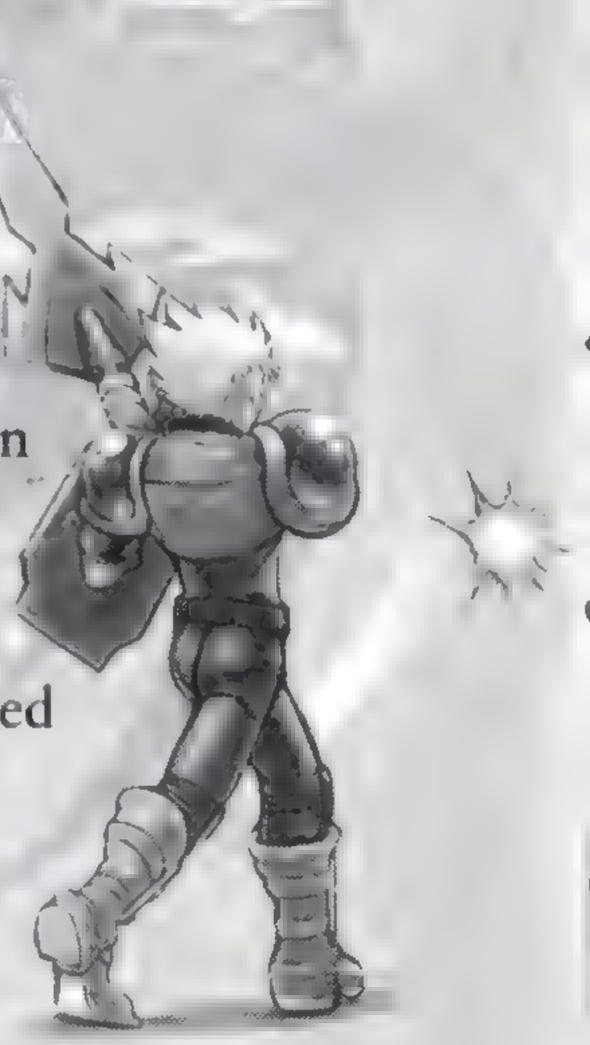
Hold ■ Button

Hold the ■ Button until your sword glows. Upon release of the button, the character will attack with a particularly powerful slash.

Toss

■ → R1 → ■

Press the ■ Button, then the R1 Button, then the ■ Button again in sequence. With the right timing, the character will perform a powerful attack in which the enemy is tossed up into the air. This move can be combined with others such as the Rising Impale.



Backflip + Kick

□ → ⊗ → □

Press the □ Button, then the ⊗ Button, then the □ Button again in sequence to perform a counterattack with a kick during a Backflip. The character is invincible during the Backflip.

Impale

⊗ → ⊗ → R1

Press the R1 Button during a Double Jump to perform an Impale.

Backflip

□ → ⊗

Press the □ Button, then the ⊗ Button to perform a Backflip. This is an evasive move guaranteed to succeed.

Double Backflip

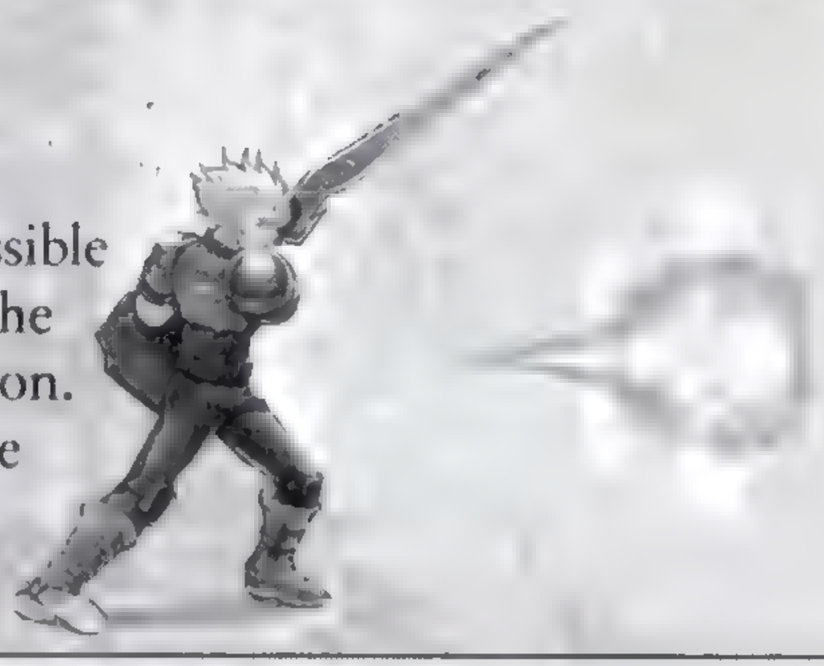
□ → ⊗ → ⊗

Press the □ Button, then the ⊗ Button, then the ⊗ Button again in sequence to perform a Double Backflip. This is an evasive move guaranteed to succeed.

Magic

◉

Press and release the ◉ Button to perform Magic. It is possible to control the direction of the Magic, so be sure to time the enemy's movements carefully before releasing the ◉ Button. (Note: Immediately releasing the button will not affect the strength of the Magic attack.)



Attain the Magic Tomes

For every type of Magic, there is a specific Magic Tome. Before the character can use any particular type of Magic, he must acquire the specific Magic Tome for it. There are two situations in which the Magic Tomes are acquired. One situation is when a particular enemy is defeated. The other situation is when a Tome is located in a particular area.

When the first Tome is acquired, level 1 Magic is gained. Each consecutive Tome acquired for that particular type of Magic provides subsequent levels of Magic.

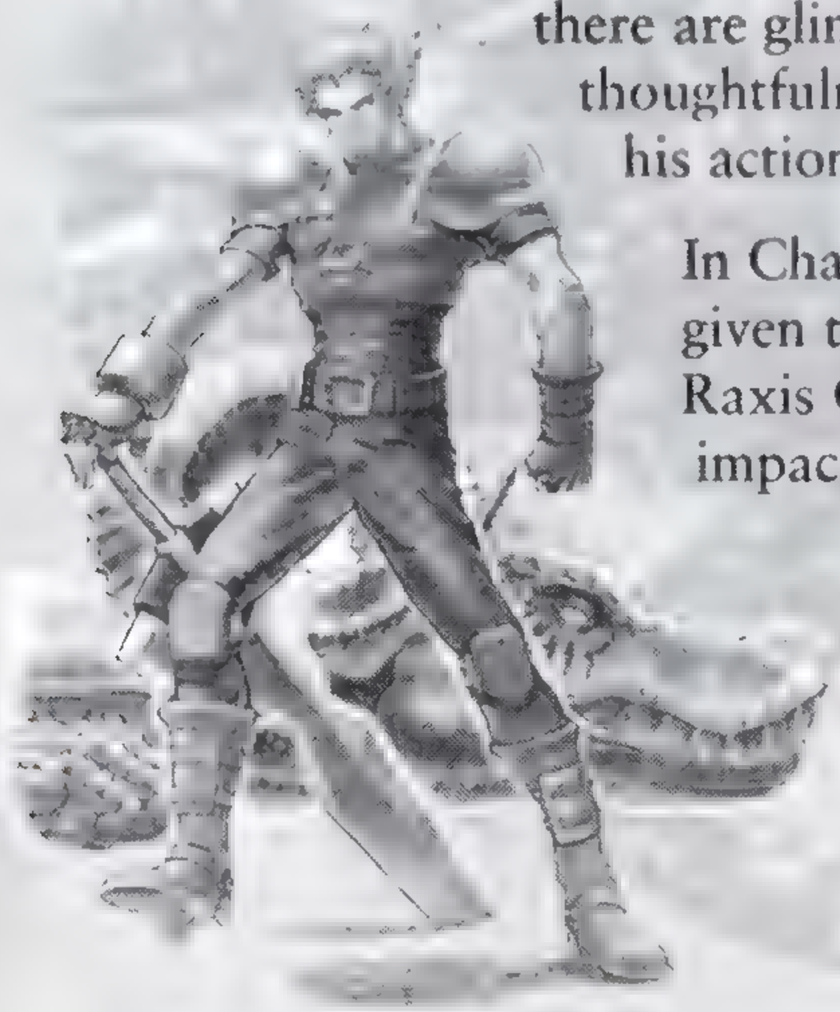
To use Magic, a Magic Attack type must be specified in the Status Screen first. Use the Directional Buttons to select, then press the ⊗ or ▣ Button to accept.

Characters

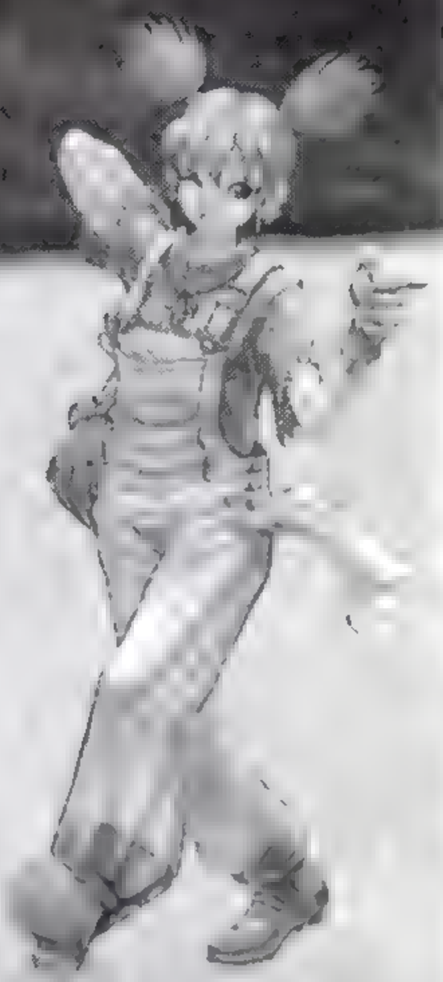
DRAGON VALOR is an ongoing saga that spans several generations. This section introduces a few of the principal characters that take center stage in this long chronicle.

Celia of Raxis
Celia is the Princess of the Kingdom of Raxis. She is held prisoner by the Azale Knights who killed her parents, the King and Queen of Raxis. Clovis rescues her, and is then invited to join the Raxis Knights. In time the destinies of the two become entwined...

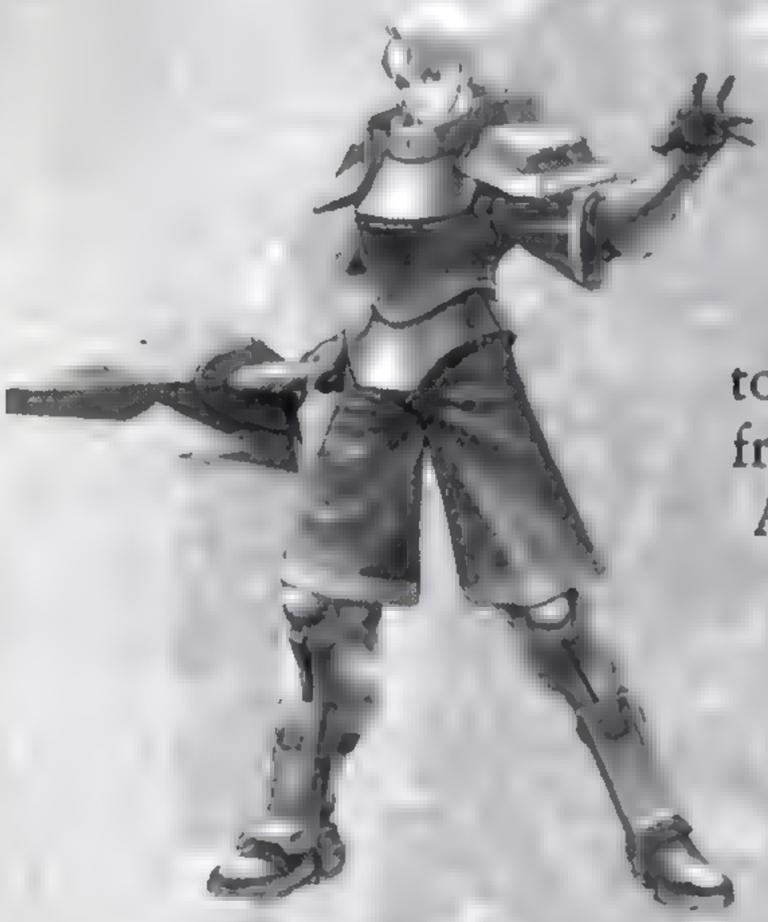
Clovis Barclay
Clovis is a youth who swears to avenge the death of his sister Elena, a victim of the battle between Dragons and Dragon Valors. Although he devotes himself to the cold-blooded pursuit of vengeance, there are glimpses of a hidden thoughtfulness and kindness in his actions toward others.



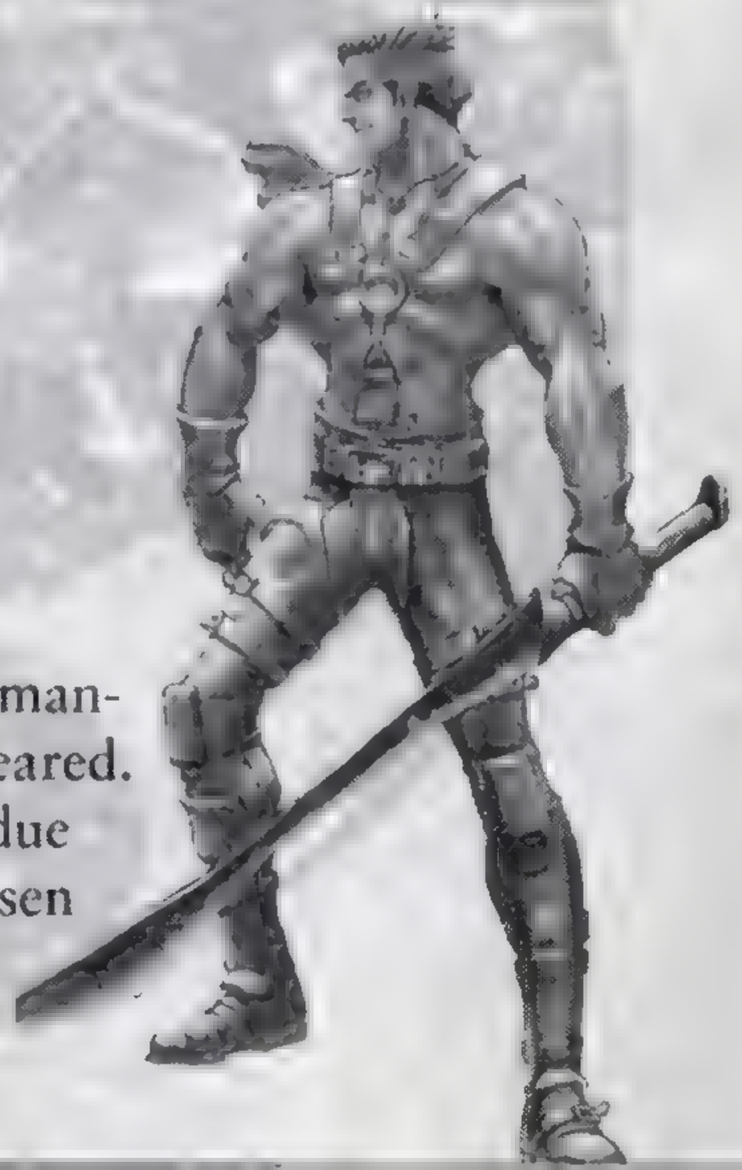
In Chapter 1, the character is given the choice of whether or not to rescue Princess Celia in Raxis Castle. The outcome of this decision will have a big impact on the character's future, so which road will you choose to embark on?



Carolina
Carolina is a fledgling inventor, whom Clovis saves from demons at the border of Raxis. She falls in love with Clovis when he avenges the death of her father, and subsequently comes to share a life with him. Eventually, in the land of Kadeli, she follows her father's footsteps and becomes an inventor as well.



Arlen of Raxis
Though he is born the Prince of Raxis, young Arlen is forced to fight as a knight due to the fragmentation of the kingdom. Although he is a bit serious, his warm personality earns him friends easily. His mother is Celia.

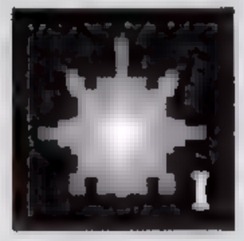


Kodel Barclay
Young Kodel supports his family by using the swordsmanship he learned from his father, who has since disappeared. He has a rough-hewn personality that is perhaps due to the abandonment by his father, or his chosen profession. His mother is Carolina.

Magic and Items

MAGIC

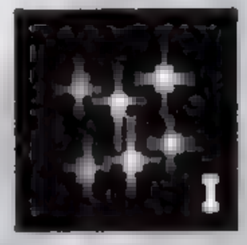
There are 8 types of Magic in all, but due to the branching story lines of the game, it is not possible to gain level 3 in all types of Magic.



HEAL
Restores HP. From level 2 on up, it also inflicts damage on Undead monsters.

DEFENSE
Temporarily increases defense and area of attack.

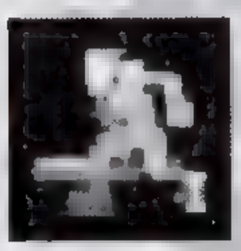
FIRE
Attacks enemies with a fire blast.



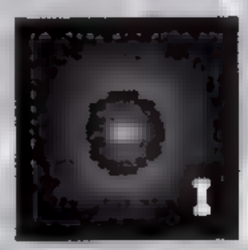
ICE
Attacks enemies with an ice blast.

THUNDER
Attacks enemies with a thunderbolt.

MINE
Attacks enemies with a mine blast.



STEALTH
Cloaks character in invisibility.



VORTEX
Temporarily traps and prevents enemies from moving or attacking.

ITEMS

There are two types of Items: those that are effective immediately and others that can be passed down from character to character. The character's HP, MP, attack power, or defense power are immediately affected when these items are acquired. There is one additional type of Item, a Key that opens doors, which can only be used once during any particular stage.

Items are traded in Shops, which come in three varieties: those that Sell, Buy, and Trade. Each of the shopkeepers may have useful information to share, so make it a point to drop by when possible.

Immediate Effect Items
The following Items are only effective for one generation, but there are others that affect the parameters of the character's descendants.

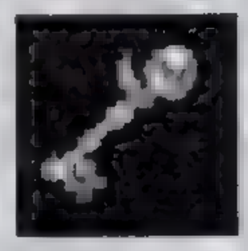
JEWEL
Raises attack power. Appears when many enemies are defeated via the sword.

SCROLL
Raises the maximum MP value. Appears when many enemies are defeated via Magic.

CHALICE
Raises the maximum HP value.

POTION
The Green Potion restores HP, while the Blue Potion restores MP.

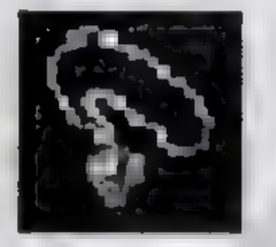
MAGIC MUSHROOM
Poisons the character causing loss of HP but also restores a little MP at the same time.



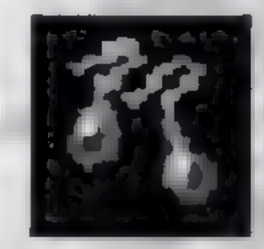
KEY
This is not an Immediate/ Effect Item, but it is needed to open certain doors in each Chapter.

Inheritable Items

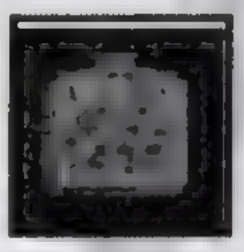
These Items affect not only the character, but their descendants as well. They can be viewed on the Status Screen.



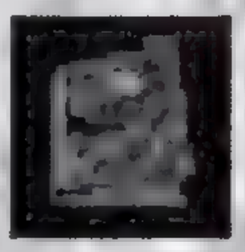
PENDANT
Raises the maximum HP value.



EARRINGS
Lowers MP consumption rate.

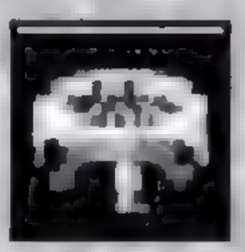


LITHOGRAPH
Raises the maximum MP value.

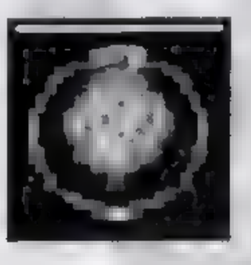


TOME
Raises Magic level. Each type of Magic is specified by a different color.

RING
Raises attack power.



PEPPER
This precious spice can be traded for other Items at the Exchange Shops.



TALISMAN
Raises defense power.

WINE
This strong liquor can be traded for other Items at the Exchange Shops.

* There are other types of Items that can be exchanged as well.

Hints and Tips

Breaking Objects

Make an attempt to break any objects you come across. There are times an object hides an Item inside of it.

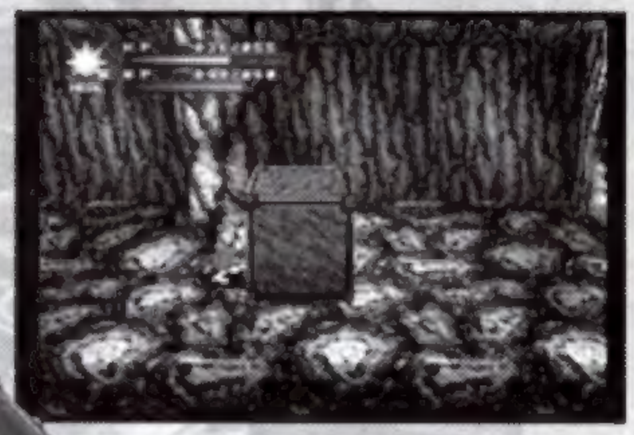
Find yourself at a dead end? Destroy the object barring the way and you should be able to get through.

Moving Objects

◉ + Directional Buttons

Stand before an object and place it on top a switch, or grab a lever and try moving it. These are but a few of the various ways.

Once an obstacle is removed, you may be able to proceed forward in places where you previously could not.



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